CCM (Performances)

https://mail.google.com/mail/u/0/#search/josh%40elderworldsstudio.com/QgrcJHrnxTDBwTBlWGXrMGnCSlMwDnkvCVb?projector=1&messagePartId=0.1

(Tyāga)
https://mail.google.com/mail/u/0/#search/josh%40elderworldsstudio.com/QgrcJHsbflnQwQWdGmpmPPhRtLBZtlSLJbv?projector=1&messagePartId=0.1

We are moving beyond the traditional model of simply "releasing tracks." Instead, we are creating persistent, interactive locations where music and art are collected right. Well indiana Buckley archives is the bridge. Currently and for the entire journey.

The Model for Success: A Shared, archive. A Shared hero.

Our model is built on a simple premise: shared creation leads to shared success. The worlds within Trappist Sun will be built by a decentralized collective of musical prioritized musical composition (logic pro) files or later others. See we build this separately. We begun to buiñd this in 2018. All in alignment with our initiative to build a library/catalog and community around our assets.

📄 *Recap and Report for Elder World Studios*

1. Game Engine Challenges:
Unreal Engine
Difficulty with initial setup and uploading full songs.
Need for streamlined documentation and/or tool optimization for music assets.
Unity
Difficulty downloading the required tool and lack of ease for music publishing. (Important)

More Than Music, A Universe to Discover
Trappist One app is the flagship product in our broader Web3-powered creative ecosystem—our first fully immersive music experience wrapped in mythic planetary storytelling. The design aesthetic leans heavily into our own inner worlds as artists/musician's.

The album isn't streamed; (performance) (royalties) encountered like a totem or a riddle in a video game, Made Exclusively from our founders table! Were making the experience personal and memorable.Creating beautiful artifacts within out archives and these exclusive publishing opportunities.

The Model for Success: A Shared, Decentralized Ecosystem

Our model is built on a simple premise: shared creation leads to shared success. Making music together live. Triggering royalties (performance) and IP (purple cover) (Indiana BuckleyArchives). (TRAPPIST-1 OR TRAPPIST app) The worlds within Trappist System will be built by a decentralized collective of artists, developers, and creators known as "elder worlds". These contributors will build visual experiences, UI animations, and even the core logic for location-based song discovery brink the narrative arch. Working closely I hope, & I can deploy luve sets and promotion of our Flagship IP Across the Tyāga Conglomerate (CCM) (Sets).

"Chuck's Mysterious Barn" & Elder World Studios: The comedic and cryptic world of Chuck, his goats, and his blockchain monologues will be a featured "elder world" within the app, produced by Elder World Studios. Users might travel to a barn-themed planet to discover exclusive comedic episodes, interactive puzzles, and unique NFT collections based on the show's lore, such as geometric goat heads or reptile diagrams.

Puma Moon Boots & Dr. Mottier Merchants: The Puma Moon Boots will serve as a key in-game NFT asset, allowing users special access or abilities within the Trappist worlds. This IP also connects directly to our merchandising arm. The character of Dr. Mottier can serve as an agent or guide within the app, leading users on quests that might culminate in unlocking both digital (NFT) and physical merchandise managed and sold through Dr. Motier Merchants.

"The Purple Cover" & Christopher Cannon Art (CCA): Christopher Cannon's foundational instrumental album, "The Purple Cover," will be a core musical discovery within the Trappist Sun universe. As a user explores, they might uncover this entire body of work as a "forgotten stone" or an ancient artifact. All rights, royalties, and publishing for this music are managed by Christopher Cannon Art (CCA), the dedicated publishing arm.

This structure allows each company to focus on its specialty—music publishing, multimedia production, merchandising—while contributing to a single, unified, and immersive user experience under the Tyāga Web3 label. (left out are additional product lines of Short and long form content) as well as brand merchandising/funnles/coin imp for mining these funnels

and ad campaigns.
CCM